**Release and Sprint Plans**

**Team 35**

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| --- | --- |
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**Table of Contents**

[Release Plan 1](#_Toc428203785)

[Release 1 1](#_Toc428203786)

[Application Structure 1](#_Toc428203787)

[Providers Database 1](#_Toc428203788)

[Volunteers View 1](#_Toc428203789)

[Release 2 2](#_Toc428203790)

[Aesthetic and grammatical finalisation 2](#_Toc428203791)

[Forum 2](#_Toc428203792)

[Managerial View 2](#_Toc428203793)

[Release 3 3](#_Toc428203794)

[Tasks Features and Functions 3](#_Toc428203795)

[Additional Features 3](#_Toc428203796)

[Member Information 3](#_Toc428203797)

[Delivery Schedule 4](#_Toc428203798)

[Estimated Velocity: 8 4](#_Toc428203799)

[Sprint Plan 5](#_Toc428203800)

[Sprint 1 5](#_Toc428203801)

[Current Velocity: 8 5](#_Toc428203802)

[Story 15: Set the pages linked to a main menu 5](#_Toc428203803)

[Story 17: All details about each provider 5](#_Toc428203804)

[Story 22: Show all the tasks 5](#_Toc428203805)

[Story 09: Forum for general discussion 5](#_Toc428203806)

Release Plan

# Release 1

Delivery date: 21st September [Workshop 9] Total Story Points: 77

The main goal for this release is to have the first working prototype fully functional with the main specifications operational. Users should be able to utilise this app with ease at the current state with full access to their assigned tasks and lists of all the providers with their contact details.

## Application Structure

The main feature that must be perfected is the overall layout of the app and how it is structured. This covers how easy it is to navigate through along with the ease of access. This is one of the most important features because if the app is really clunky to begin with then no one will bother to use the program.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S15 | Easily accessible | 4 |
| S16 | Sign in and Sign out feature | 4 |
| S29 | Multiple platforms | 16 |
| S26 | Keep it simple | 1 |
|  | Story Point Sub-Total: | 25 |

## Providers Database

There are many different issues that members will have and in order for the volunteers to address which issues can be fixed by certain providers, a database needs to be made in the program. The providers tab will be one of the three main tabs on the main menu screen; since it is a crucial part of the programs it needs to work smoothly with the job tasks.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S24 | Volunteers all have access to the same database of providers. | 8 |
| S12 | Rating system | 8 |
| S08 | Review service providers | 8 |
| S17 | All details about each provider | 8 |
|  | Story Point Sub-Total: | 32 |

## Volunteers View

When you sign in as a volunteer you are able to track your current jobs and see all the details about them in order assess what are the steps necessary to complete them. These sections will help the volunteer see how many jobs they have to do and allow them to prioritise their importance. From a business point of view it is important for the volunteers to have the most ease of use since they are the main users of the program.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S13 | Check urgency of assigned jobs | 8 |
| S07 | Add and edit tasks | 4 |
| S06 | Status of request | 4 |
| S22 | Show all the tasks | 4 |
|  | Story Point Sub-Total: | 20 |

# Release 2

Delivery date: 19th October [Workshop 13] Total Story Points: 68

In this second release, the main focus is to change the programs aesthetic appearance and make any grammatical changes, along with more iteration to complement the existing features. This includes the forum feature, where all the volunteers and managers can communicate and discuss certain providers or anything relevant. The application can run without these features however by adding these in it will help the main problems mentioned in the scenario.

## Aesthetic and grammatical finalisation

The aesthetics and visual appearance of the program must be of a high standard since it will be seen from the PC and mobile devices. It cannot be difficult to use since volunteers will need to use it quite a lot.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S11 | Lightweight Design | 4 |
| S04 | Colourful and Vibrant | 2 |
| S02 | Client would like an application | 8 |
| S30 | No lag | 4 |
|  | Story Point Sub-Total: | 18 |

## Forum

The volunteers would benefit from a forum style discussion where they can post short comments about certain services in the area on prices specials from providers. It can help cut prices if specials are found amongst the providers and thus increasing the effectiveness of the helpdesk.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S09 | Forum for general discussion | 16 |
| S18 | Link data to external source | 4 |
| S32 | Volunteers details | 1 |
| S05 | Basic English | 1 |
|  | Story Point Sub-Total: | 22 |

## Managerial View

When a user opens the application they are asked to enter their credentials and based on this they will be directed to the manager version or the volunteer version. If they are sent to the manager version they have much more control over the active tasks. This feature is necessary so that managers can oversee all the volunteers’ workloads.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S10 | Linking providers to tasks | 8 |
| S03 | Feedback for volunteers from managers | 8 |
| S28 | View all open Jobs | 4 |
| S01 | Roster for volunteers | 8 |
|  | Story Point Sub-Total: | 28 |

# Release 3

Delivery date: To be negotiated Total Story Points: 50

Release 3 will focus on mainly additional features that will help the volunteers and managers manage how they structure the tasks. It will provide additional options and new ways to register the level of difficulty a job presents.

## Tasks Features and Functions

The features introduced in this iteration are used to help organise and prioritise how the volunteers handle their various tasks. It is important that the volunteers can manage their time properly so that they do not get overwhelmed.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S27 | A completion button | 8 |
| S34 | Change Job status | 4 |
| S31 | Job Control | 2 |
| S21 | Track how close a providers is to the member | 16 |
|  | Story Point Sub-Total: | 30 |

## Additional Features

Within this iteration certain elements will be added to the program that can help the members gather a better understanding of the progress being made on their tasks. By introducing printing and emailing add-ons inside the program it will allow easy communication between the volunteers and members.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S33 | Print Feature | 2 |
| S14 | Social Media add-on | 1 |
| S35 | Email feature | 2 |
| S23 | A notes section on the provider page | 8 |
|  | Story Point Sub-Total: | 13 |

## Member Information

It is important that the users of the program; either the volunteers or the managers have a clear understanding of the needs of the members. Although it is not absolutely imperative to the program it can definitely benefit system. Providing the users with areas to type additional information will help them find providers that suit the member more accurately.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| S20 | Clickable call numbers on the providers | 2 |
| S25 | Space for notes such as the members pricing | 4 |
| S19 | Tasks have the members name and number linked to it | 1 |
|  | Story Point Sub-Total: | 7 |

# Delivery Schedule

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Week 5 Aug. 18 | Week 6 Aug. 25 | Week 7 Sep. 1 | Week 8 Sep. 8 | Week 9 Sep. 15 | Week 10 Sep. 22 | Mid-Semester Break | Week 11 Oct. 6 | Week 12 Oct. 13 |
| Sprint 1 | | Sprint 2 | | Sprint 3 | | Sprint 4 | |
| Release 1 Sept. 8 | | | | Release 2 Oct. 13 | | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |
| Sprint 5 | |  | |  | |  | |
| Release 3, 4, … | | | | | | | |

## Estimated Velocity: 8

Sprint Plan

# Sprint 1

Total Story Points: 32 Total Hours: 37

## Current Velocity: 8

## Story 15: Easily accessible

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Build GUI to create main menu screen with working tabs | 2 |  |
| T02 | Within the GUI building, link the three main pages to main menu screen | 3 |  |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 |  |
|  | Story Points: 4 Total Hours: | 6 |  |

## Story 17: All details about each provider

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T04 | Using a database, gather the information and details from all providers | 6 |  |
| T05 | Using the GUI enter all data into the corresponding page | 3 |  |
| T06 | Using the GUI link all created back to the main menu | 2 |  |
| T07 | Using user testing and code testing verify story is complete (acceptance test) | 1 |  |
|  | Story Points: 8 Total Hours: | 12 |  |

## Story 22: Show all the tasks

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T08 | Code in lists of tasks assigned to each volunteer | 5 |  |
| T08 | Code in data and details that correspond to each task | 5 |  |
| T09 | Using user testing and code testing verify story is complete (acceptance test) | 1 |  |
|  | Story Points: 4 Total Hours: | 11 |  |

## Story 09: Forum for general discussion

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T07 | Using code set up access for all volunteers in a login/authentication format | 4 |  |
| T08 | Using code provide pages for commenting and input for the users | 3 |  |
| T09 | Using user testing and code testing verify story is complete (acceptance test) | 1 |  |
|  | Story Points: 16 Total Hours: | 8 |  |

# Sprint 2

Total Story Points: 20 Total Hours: 19

## Current Velocity:

**Story 08: Review service providers**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Textbox and Button GUI controls to add feedback in text form | 1 | 1 |
| T02 | Code functionality so that it lists the feedback of each provider | 3 | 4 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 4 Total Hours: | 5 | 6 |

**Story 13: Check urgency of assigned jobs**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Ability to see how urgent a job is using a label GUI control | 1 | 0.5 |
| T02 | Code in functionality so when a task is added it has an urgency status | 3 | 2 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 4 Total Hours: | 5 | 3.5 |

**Story 06: Status of request**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Dropdown box with user selection GUI control | 1 | 0.5 |
| T02 | Code functionality to link status selected to a task | 3 | 2.5 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 4 Total Hours: | 5 | 4 |

**Story 07:** **Add and edit tasks**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Textbox and Button GUI controls to add tasks | 1 | 0.5 |
| T02 | Code functionality of the textbox and button to add tasks to the list of assigned tasks | 2 | 2.5 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 4 Total Hours: | 4 | 4 |

Total real time: 17.5

# Sprint 3

Total Story Points: 25 Total Hours: 21 (estimated: 24)

## Current Velocity:

**Story 32: Volunteers details**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Construct a database of volunteers with the contact/personal information of each volunteer | 1 | 1 |
| T02 | Use GUI controls in the form of a list box to display the database and textboxes to add a volunteer to the database | 2 | 3 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 1 Total Hours: | 4 | 5 |

**Story 10: Linking providers to tasks**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Ability to assign and reassign providers to a task using a dropdown box GUI control | 1 | 1 |
| T02 | Code in the ability for a manager and volunteer to link a provider to a task | 3 | 4 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 8 Total Hours: | 5 | 6 |

**Story 33: Print Feature**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | Add a print control to the menu strip GUI control | 1 | 1 |
| T02 | Add a print preview control to the menu strip GUI control | 1 | 1 |
| T03 | Code program logic for direct, quick printing | 2 | 3 |
| T04 | Code program logic for print preview control | 3 | 4 |
| T05 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 8 Total Hours: | 8 | 10 |

**Story 01:** **Roster for volunteers**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | For the GUI display calendar next to each volunteer in the database | 1 |  |
| T02 | Code functionality so that in managerial view a manager can select the next date a volunteer is working | 3 |  |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 |  |
|  | Story Points: 8 Total Hours: | 5 |  |

# Sprint 4

Total Story Points: 16 Total Hours: 14 (estimated: 11)

## Current Velocity:

**Story 03: Feedback for volunteers from managers**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | For the GUI display a form for managers to fill in using textboxes and then a submit button so that the information can be submitted to a listbox GUI control | 2 | 2 |
| T02 | Code functionality so that in managerial view a manager can provide a review and feedback to the volunteers | 3 | 4 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 8 Total Hours: | 6 | 7 |

**Story 01:** **Roster for volunteers**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| T01 | For the GUI display calendar GUI control next to each volunteer in the database and allow for the next 3 dates to be entered using a textbox GUI control for submitting to the listbox GUI control | 1 | 2 |
| T02 | Code functionality so that in managerial view a manager can select the next date a volunteer is working | 3 | 4 |
| T03 | Using user testing and code testing verify story is complete (acceptance test) | 1 | 1 |
|  | Story Points: 8 Total Hours: | 5 | 7 |

Burn Down Chart: